OVERLORD™

NES-VL
USA

INSTRUCTION BOOKLET

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: READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

HOW TO USE THIS MANUAL

Overlord offers you four levels of play, graded from beginner to advanced. Pages 6 to 9 of this manual will tell you how to get started in the game. You might like to begin by playing a few games on the easiest level – the battle for Hitotsu – as you get to know how the main Control Screens work. Refer to the detailed pages on each of the six control screens as you do so, to get used to their functions.

The Craft Catalog that starts on page 18 of this manual will help you get to know the craft you can buy for your fleet. Visit the Warbuy Screen to find out more about the military hardware available to you. Information on the different planet types you can encounter in the systems starts on page 12.

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OVERLORD CONTROL SCREENS

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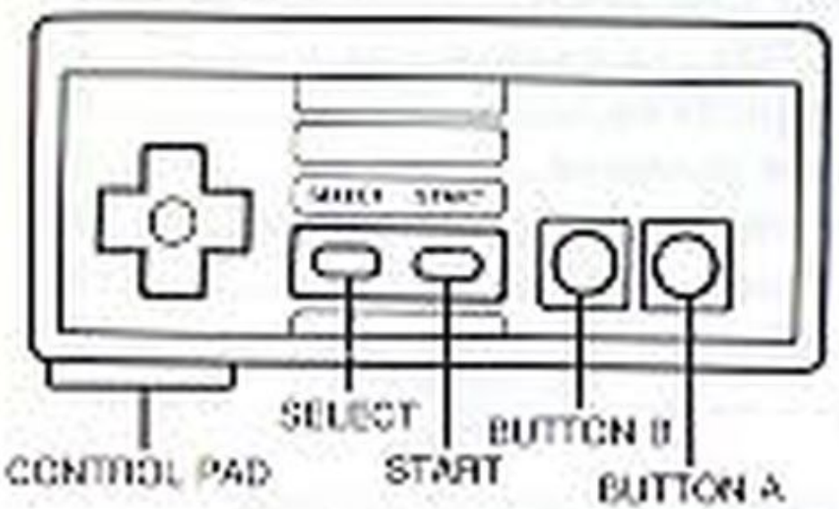
CONTROLLER OPERATION

Overlord is a one-player only game. You play it using Controller 1

CONTROLLER 1

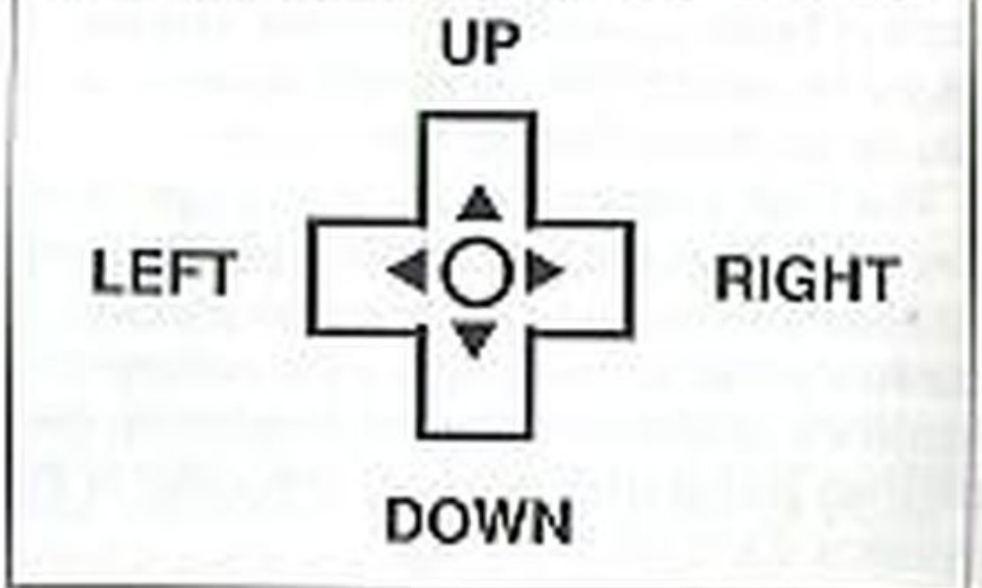


Overlord is an icon-driven game that is controlled by moving an arrow cursor around screens and 'clicking' on them by pressing the A Button or the B Button.

The arrow cursor 'jumps' to the nearest icon on the screen when you press Up, Down, Left or Right on the Control Pad.

On some icons, you need to hold Button A down and then make a selection by pressing Up, Down, Left and Right on the Control Pad. Full details appear on the pages which deal with the individual control screens you will use to play Overlord.

THE CONTROL PAD AND ITS OPERATION:



STARTING TO PLAY THE GAME

Press the START button after you have first loaded Overlord to move to the start-up screen, where you can choose between the game options available to you. This screen will appear:

CHOOSING A PLANET SYSTEM

You can light the four campaigns in Overlord in any order that you wish, as many times as you wish.

Pressing SELECT on the Controller allows you to select the enemy you wish to challenge. Details of the four planet systems and their attributes appear on the following page. Refer to these details before deciding which system to enter.

Once the enemy you want to fight is on screen, Press Up or Down on the Control Pad to move the cursor between PLAY, and SAVED GAME.

PLAY chooses the normal game, where you and the enemy each begin with one planet, and attempt to win control of a planet system.

SAVED GAME chooses a previously-saved game position which is loaded for you.

Finally, press the START button to confirm your choice and begin the game.

PAUSING AND SAVING A GAME

At any stage during play, you can pause the game by pressing the START button.

The Overlord Game Pak can be used to store one game position, which it will retain, even if you remove it from your NES to play another game. If you have stored a game position, when you return to playing Overlord, you can reload the saved game from the Select Screen, by following the steps outlined on the previous page. You might want to get into the habit of saving your game position every so often. To ensure that your saved game remains intact, hold the RESET button when you turn the system off.

To save a game position you must first pause Overlord by pressing START, then press SELECT. The Game Pak can only store one saved game position, so you will overwrite a previously-saved game position when you save.

YOUR OBJECTIVE IN OVERLORD

Epsilon is a galaxy that contains four barren planet systems, called Hitotsu, Fulalsu, Mittsu and Yottsu.

You have been sent by the leaders of the Galactic Federation to colonize these barren planets for the human race.

After months of hard work, you have established a Starbase in each of the four planet systems. And so has Rom, the overall leader of a merciless alien race.

Your ultimate objective is to become supreme ruler of each of the four planet systems, defeating Rom's three allies and Rom himself in the final showdown. Total victory will be yours if you gain control of the alien base located at the opposite end of each of the four planet systems found in Overlord.

To win, you need to be an expert military commander, a brilliant manager of economic resources, and a player with fast reactions. To lose, you just have to allow your enemy to invade your Starbase...

THE PLANET SYSTEMS

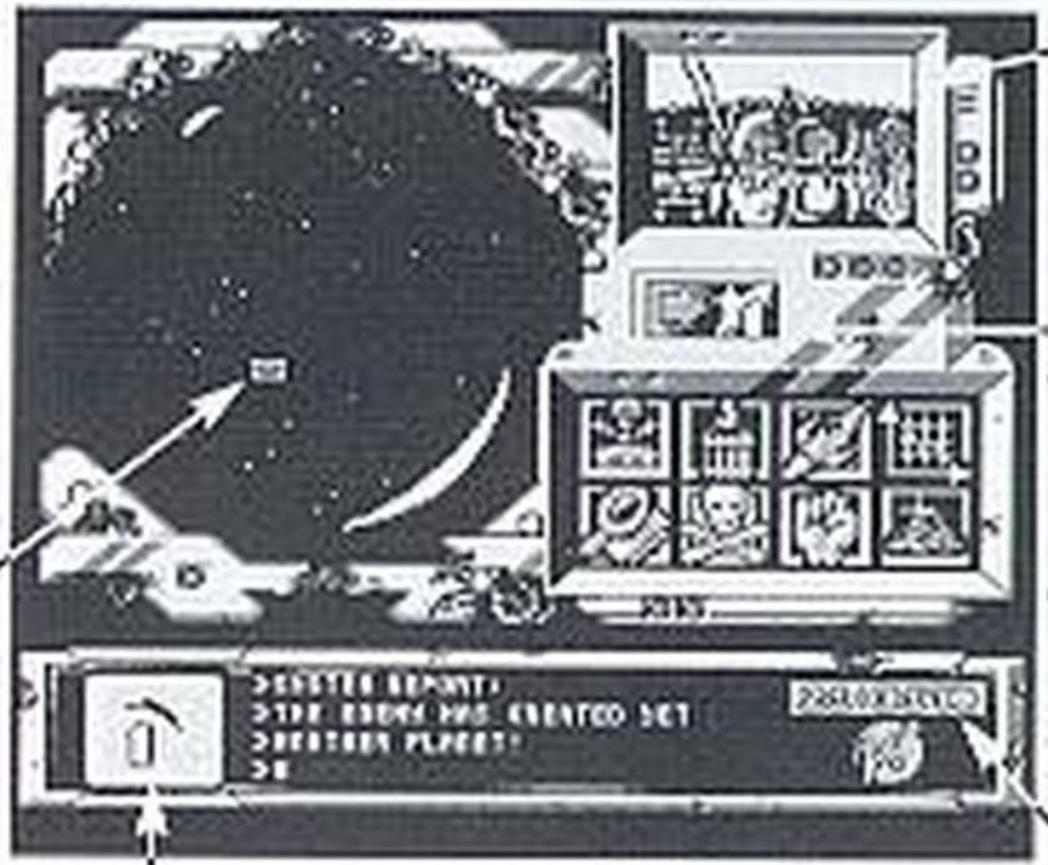
HITOTSU
Contains 8 planets
Your opponent is not very smart – an ideal 'training' mission.
Managing resources is not too difficult in this system.
Both you and your opponent are limited to an Atmosphere Processor and Class B ships in Hhosu.

FUTATSU
Contains 16 planets
The task begins to get a little more complex.
You fight an opponent who has mastered the art of war.
Both you and your opponent can buy all classes of ship, except Farming Station A, Mining Station A and Battle Cruiser A.

MITTSU
Contains 24 planets
Your opponent is battle hardened, and you fight in a system where resource management is tricky, on account of the number of planets.
Both you and your opponent can buy all ships, except Mining Station A and Battle Cruiser A.

YOTTSU
Contains 32 planets
Not for the novice, this system offers by far the greatest challenge.
Your opponent is very skilled, and the number of planets means that resource management is a major headache.
You and your opponent can buy all the ships listed in the Catalog.

MAIN SCREEN



SYSTEM MAP
Shows the planets in the universe

PLANET CURSOR
Selects the Current Planet for operations

STATUS PANEL

ID NUMBER OF CURRENT PLANET
Color of button shows planet type

MESSAGE AREA

VIDEO WINDOW
Shows information about the planet under the Planet Cursor (see p13)

HOME BUTTON
(Returns Planet Cursor to Starbase)

ICON CONTROLS
These also appear on other Overlord game screens. See facing page for their function

GAME CLOCK

Main Cursor
Moved around by the Control Pad, this cursor is used to Click on Icons. Press Button A to 'Click' an icon when the cursor is in place over it on the Screen

Send Atmosphere Processor
Click here to send the AP to the planet under the Planet Cursor

Cargo Bay Screen Icon
Click here to call up the Cargo Bay Screen to load/unload/fuel craft

Navigation Screen Icon
Click here to call up the Navigation Screen to launch/land craft

Government Screen Icon
Click to call up the Government Screen to view economic status

Planet Cursor
Moved by the Control Pad. Place the Main Cursor in the System Map; hold down Button A. UP and DOWN moves 1 planet; LEFT and RIGHT moves 8

Spying Icon
Click here to buy information about the planet under the Planet Cursor

Commence Battle Icon
If your Battle Cruiser is orbiting a planet, click to start the invasion!

War Buy Screen Icon
Clicking here calls up the Buy Screen for military equipment

Craft Buy Screen Icon
Clicking here calls up the Buy Screen for craft and processors

THE PLANETS

When you enter a planet system for the first time, there are only two habitable planets – your Starbase, and the enemy's base. All the other planets are barren, and cannot support life. One of the first things to do is to buy an Atmosphere Processor – this very special craft can be sent to an unformatted planet to format it and set up a colony for you.

When the Main Cursor is in the System Map on the Main Screen, you can take control of the Planet Cursor by pressing and holding Button A. While you are holding Button A, Up and Down on the Control Pad move the Planet Cursor up and down the System Map one planet at a time; Left and Right will move the Planet Cursor up and down the planets in the System Map in leaps of eight planets.

The number in the Planet ID button at the base of the Main Screen will change as you do this, to show the number of the current planet – and the display in the Video Window changes to show the type of planet that the Planet Cursor is resting on.

The eight planet types you can encounter are described on the facing page. The Planet Cursor itself changes color to indicate the type of planet it is resting on – Red indicates a colony that has been set up by the enemy; Green shows a colony that you have set up; Gray shows that the planet is unformatted, if an Atmosphere Processor is working on that planet, then the Planet Cursor turns Blue.

The planet on which the Planet Cursor is resting becomes the Current Planet for certain operations that you carry out using the other Overlord Screens.

Moving the Main Cursor over the Home Button and pressing Button A returns the Planet Cursor to your Starbase in one jump.

Starbase
This is your base in the planet system. It has the attributes of a Metropolis planet (see panel to right)

Metropolis
This planet type sustains a high level of industrial activity – tax yields will be particularly high here...

Unformatted
A barren planet. An Atmosphere Processor has to do its work before a colony can be set up

Desert
A thin, hot atmosphere allows Solar Satellites to generate energy more rapidly when they orbit...

Formatting
A planet on which an Atmosphere Processor (AP) is working – it could be your AP, or Rom's

Tropical
Ideal conditions for the support of plant life allow Farming Stations to work much more efficiently here

Volcanic
This type of planet is rich in minerals, so Mining Stations work best when they are deployed here...

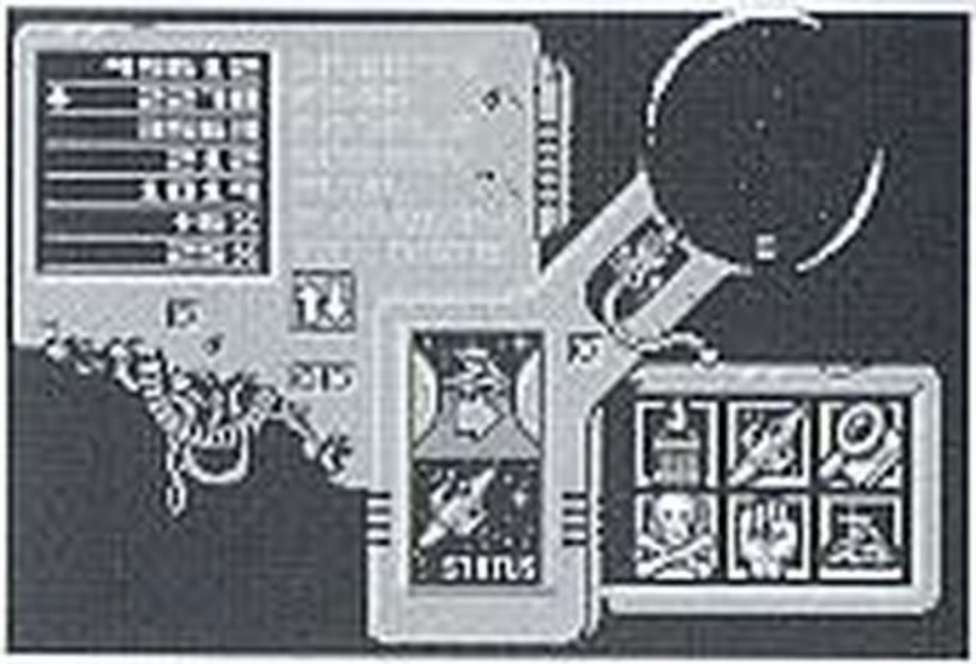
Classified
If your opponent has established a colony on a planet, this panel appears in the Video Window

GOVERNMENT SCREEN

The Government Screen appears when you move the Main Cursor to the Government Screen Icon (shown above, right) and press Button A. Pressing Button B flips you back to the Main Screen – and if you do not select another screen icon on the Main Screen, pressing Button B again returns you to the Government Screen.

The Government Screen gives access to economic information on your colonies – but it only has an effect on the Current Planet, (the planet marked by the Planet Cursor on the Main Screen). The Planet ID button in the Status Area at the base of the screen reminds you which is the Current Planet.

If you want to change the Current Planet for Government Screen operations, move the Main Cursor into the System Map at the top right, press and hold Button A and then use the Control Pad to move the Planet Cursor.



If you have established a colony on the Current Planet, readouts on this screen give you information on the colony's well-being.

With a little practice, economic trends that may need immediate or future action can be spotted by viewing the displays on this screen. And you collect taxes here...

THE GOVERNMENT SCREEN STATUS PANEL - HOW A COLONY IS DOING

CREDITS – the amount of cash in the Current Planet's treasury

FOOD – the tonnage of food in store on the Current Planet

PEOPLE – the number of folks in the colony on the Current Planet

ENERGY – the amount of energy in store on the Current Planet

FUEL – the quantity of fuel in store on the Current Planet

P. GROWTH – the rate at which the population is growing in the colony. Affected by tax rate and by how much food is available to colonists.

TAX RATE - AND HOW TO CHANGE IT

Move the Main Cursor over this icon and you can adjust the taxation rate that is applied to the population on the Current Planet. Hold down Button A on the Controller, and press Up on the Control Pad to increase the tax rate, or press Down to reduce the tax rate. The tax rate is one of the factors that affects the rate of population growth – the more you tax people in a colony, the less happy they are, and the less they want to have children! Raising taxes for a short while can raise quick cash.

SHORT CUT ICONS
You can use the Main Cursor and Button A on these icons to go directly to the screens they access, without first returning to the Main Screen.

Send Cash to Starbase
Click this icon to send all the credits in the treasuries of all your colonies back to your base

Status Icon
Click this icon to call up a status report on both the Current Planet and the entire system

BUY SCREEN

The Buy Screen appears when you move the Main Cursor to the Buy Screen Icon (shown above, right) and press Button A. Pressing Button B flips you back to the Main Screen – and if you do not select another screen icon on the Main Screen, pressing Button B again returns you to the Buy Screen.

The Buy Screen is effectively a flip-screen catalog of the craft that you can purchase. It will first open on the 'page' that shows the Atmosphere Processor, but just like a book, it stays open on the page at which you leave.

Viewing Craft

Move the Main Cursor to the UP/DOWN arrows that appear to the left of the screen, then press and hold Button A on the Controller. You can then cycle through the craft in the catalog by pressing Up and Down on the Control Pad.

The selection of craft you can buy for your fleet varies from system to system. As a craft is shown in the catalog, it is accompanied by its price and a brief description.

Paying for Craft

All transactions have to be paid for from credits held on your Starbase. Press SELECT to see how many credits are on Starbase. (You may need to visit the Government Screen and Send Cash from your colonies to Starbase if there is not enough cash to cover a purchase, or you may need to increase the rate of taxation for a while to raise funds).

Receiving Delivery

Purchases are delivered to Starbase. With the exceptions of the Atmosphere Processor and satellites, you need an empty Docking Bay on Starbase to receive a new craft.

Building a Fleet

With the exceptions of the Battle Cruiser and the Atmosphere Processor, you are not limited to buying just one of each type of craft. The amount of credits available to you will be the major limit to the size of your fleet, which can number up to 32 craft at any one time.

As you can only begin to colonize planets in the system once you have purchased an Atmosphere Processor it is wise to make it top of your shopping list.

When the game starts, a colony has been established for you on Starbase – but the stocks of food, fuel and energy will run out. Buying and setting up a Mining Station, a Farming Station and a Solar Satellite should be high on your list of priorities or the Starbase population will starve and you may end up powerless to resist the enemy.

As play progresses, Mining Stations, Farming Stations and Solar Satellites will have to be bought and sent to your colonies, and you may wish to use Cargo Cruisers to move food, fuel and energy between planets.

CATALOG 'PAGE' SELECTOR
Press and hold down Button A when the Main Cursor is over this icon, and you can flip through the pages of the catalog by pressing Up or Down on the Control Pad

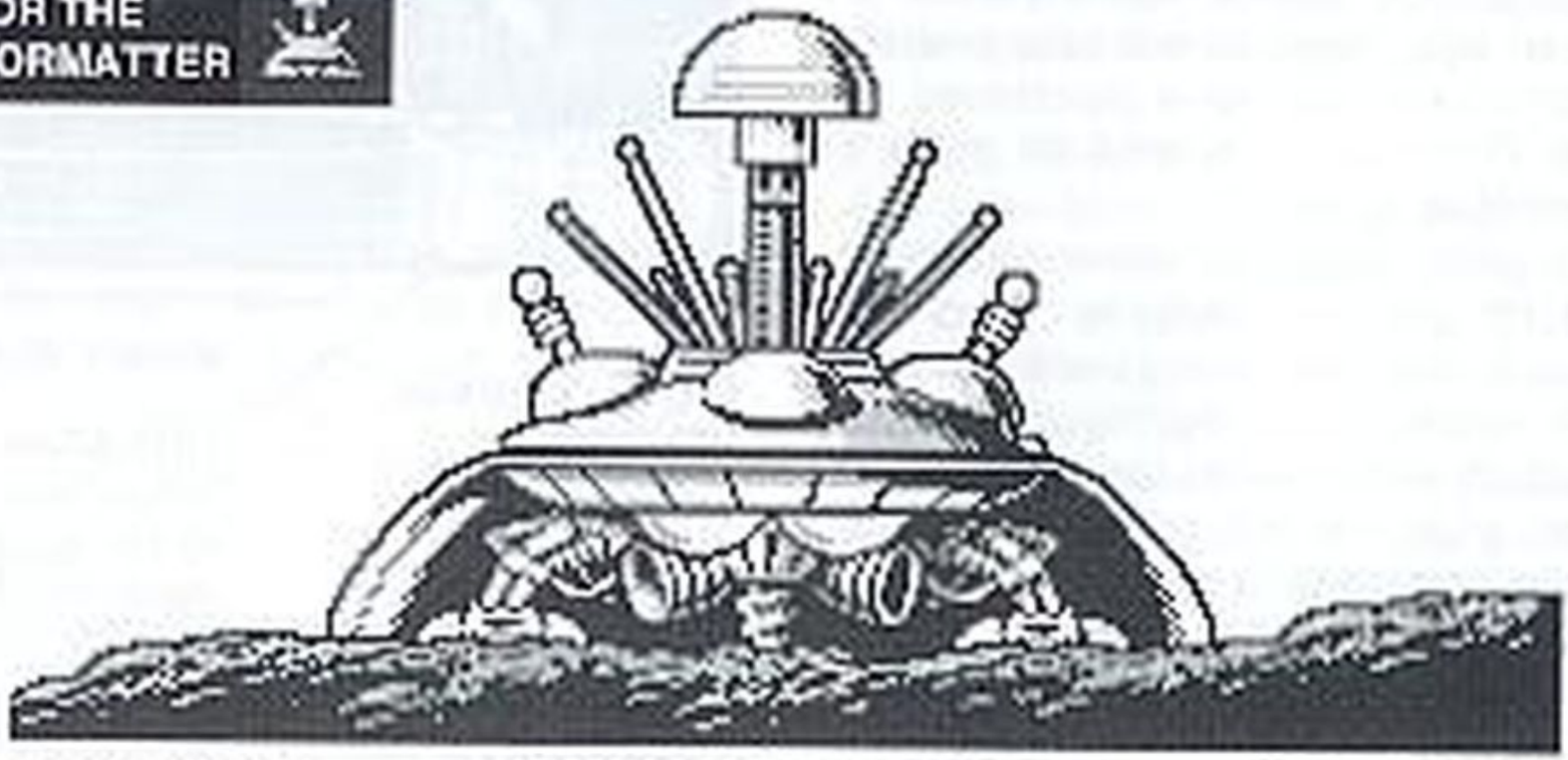
CRAFT ID AND PRICE

BUY ICON
When the craft you wish to buy is displayed, move the Main Cursor over this icon and press Button A to start the purchase sequence. Press Button A again to confirm, or press Button B to abort the deal

CRAFT CATALOG

ATMOSPHERE PROCESSOR (PLANET FORMATTER)

ICON ID FOR THE PLANET FORMATTER



The Atmosphere processor is automatic – it requires no fuel to operate, and does not need to be commissioned with a crew. You only need one. It is launched from the Main Screen, using the Planet Cursor to select a planet and its own special icon to start the journey. Click on the icon again for a Format report. This is probably the first piece of equipment you should buy in a game...

CHOOSING AND USING CRAFT

The ships or craft available in Overlord have functions which complement one another.

Satellites in orbit around a planet generate energy, which is beamed down to the planet surface. Without energy, Mining and Farming Stations cannot operate.

Farming Stations, provided they have been crewed and placed on the surface of a planet and can draw energy from the planet's reserves, supply food for the people in the colony. Mining Stations have the same needs as Farming Stations, but provide fuel that can send your craft on journeys between planets.

If the people in a colony have enough food, they will not die – and providing they are not made too unhappy by high taxation, they will breed. (As the population rises, so does the demand for food.)

Through taxation, your people provide the money that can be used to buy more craft – including a Battle Cruiser, which you will need before you can attack your opponent, and Cargo Cruisers to move resources.

SOLAR SATELLITES

TYPE A

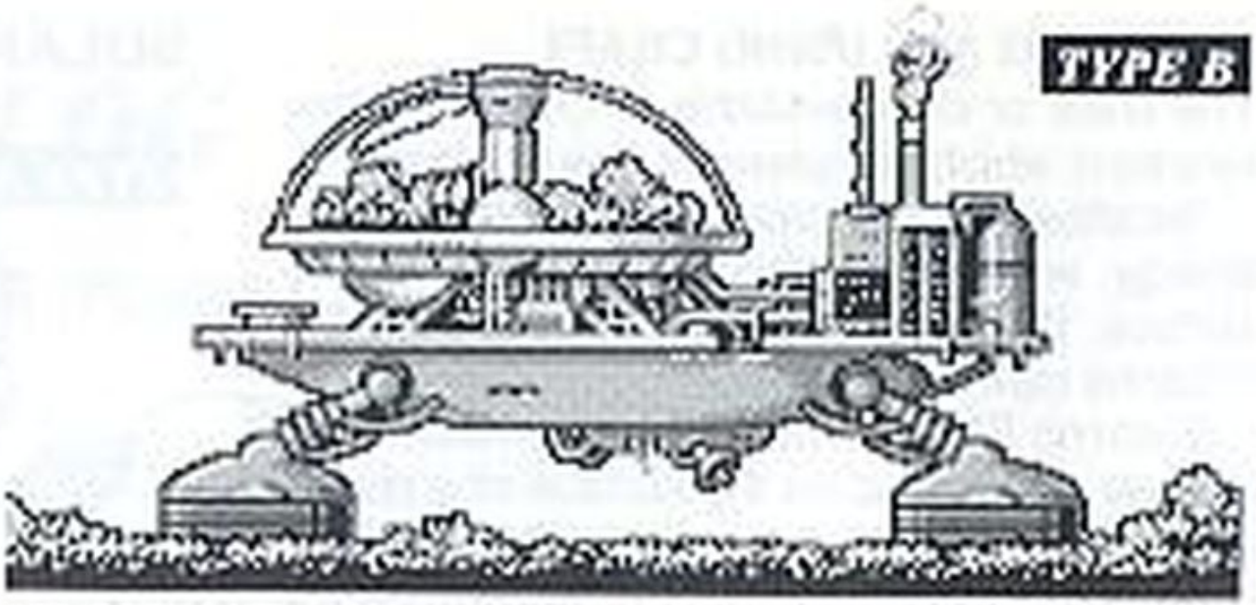
TYPE B

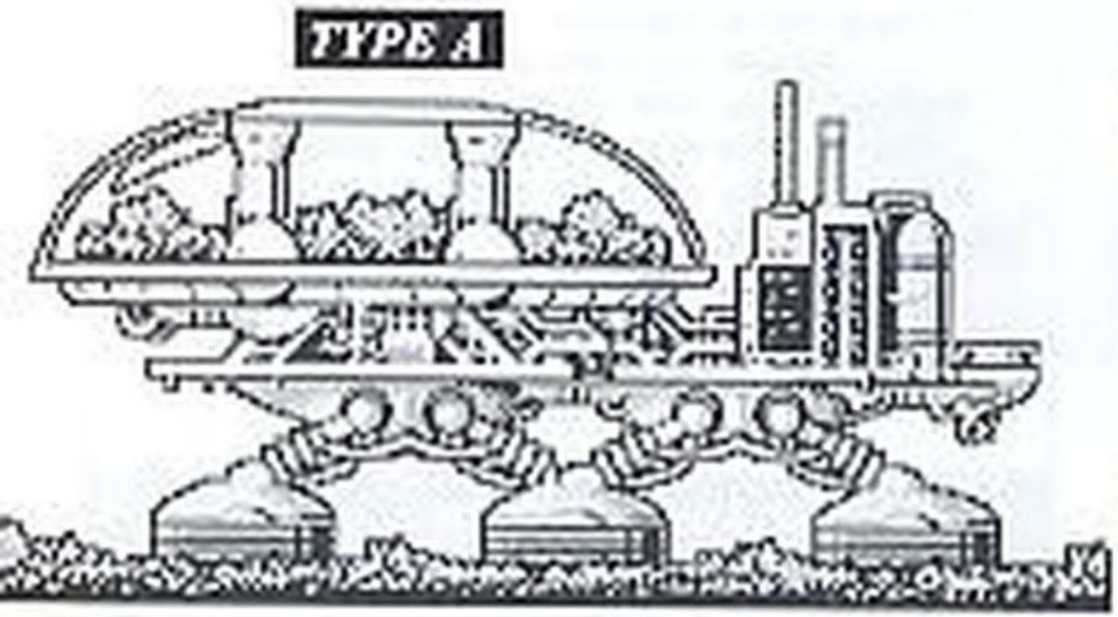
DATA

Function:	to generate energy
Operation:	automatic
Fuel:	self-sufficient
Delivered to:	orbit around Starbase
Version A:	costs 1,350 credits, powerful
Version B:	costs 975 credits, half as powerful
Best location:	Desert Planet
Notes:	creates energy when orbiting planet; automatically delivers energy into colony's stores; Type A creates energy faster than Type B.

ICON ID ON CARGO SCREEN AND NAVIGATION SCREEN A B

FARMING STATION





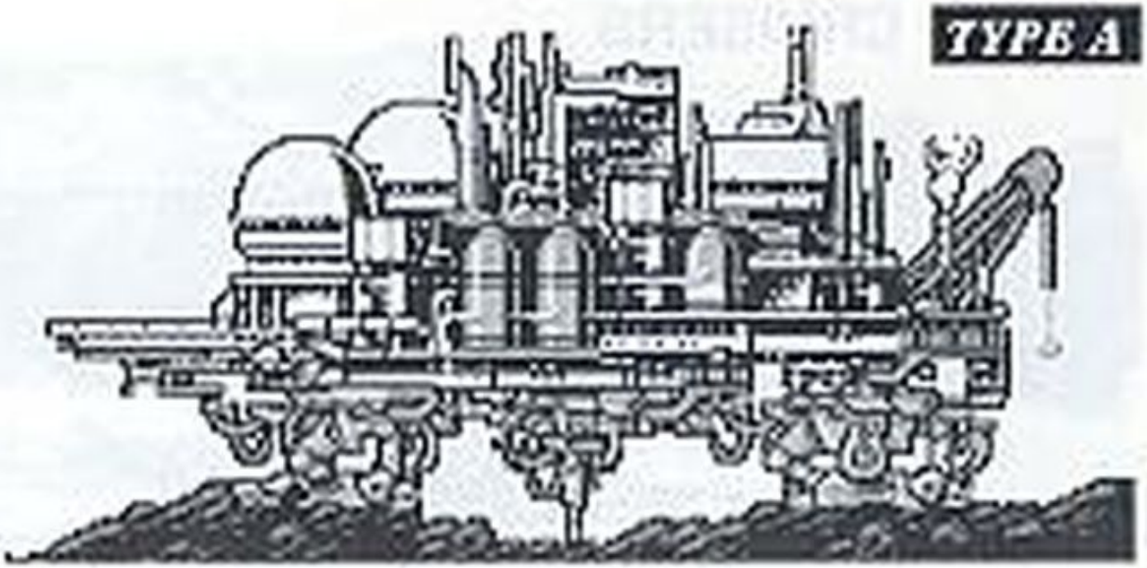
DATA

Function: to make food
Operation: automatic, once commissioned
Fuel: needed for interplanetary travel
Delivered to: Docking Bay on Starbase
Version A: costs 22,000 credits, powerful
Version B: costs 13,000 credits, less powerful
Best location: Tropical Planet
Notes: creates food when placed on the surface of a planet; delivers food into colony's stores; Type A makes food and uses energy more rapidly.

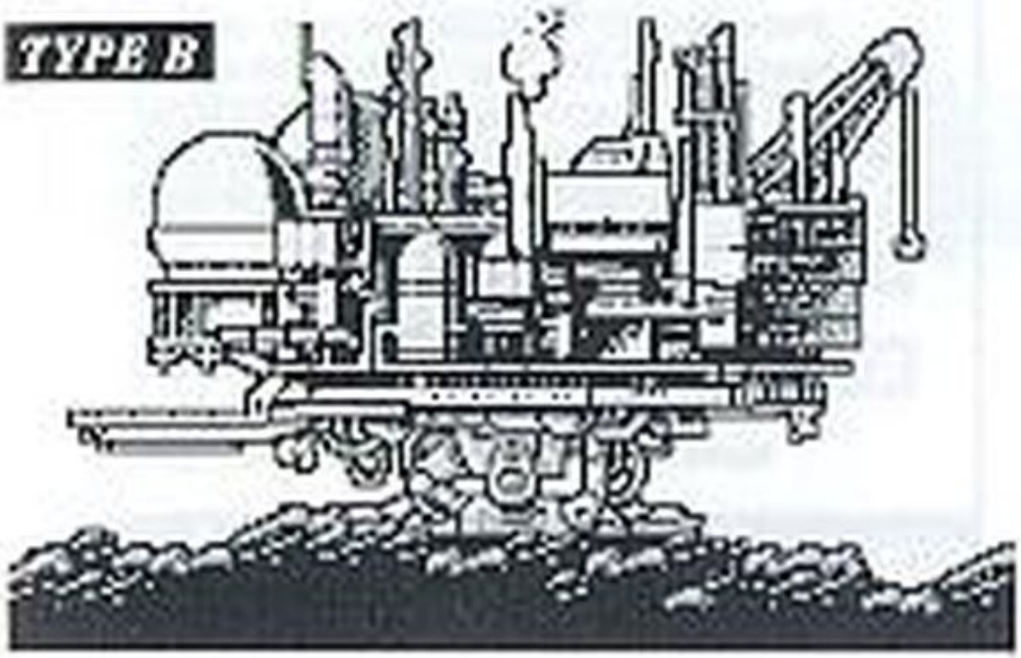
ICON ID ON CARGO SCREEN AND NAVIGATION SCREEN A B

MINING STATION

TYPE A



TYPE B

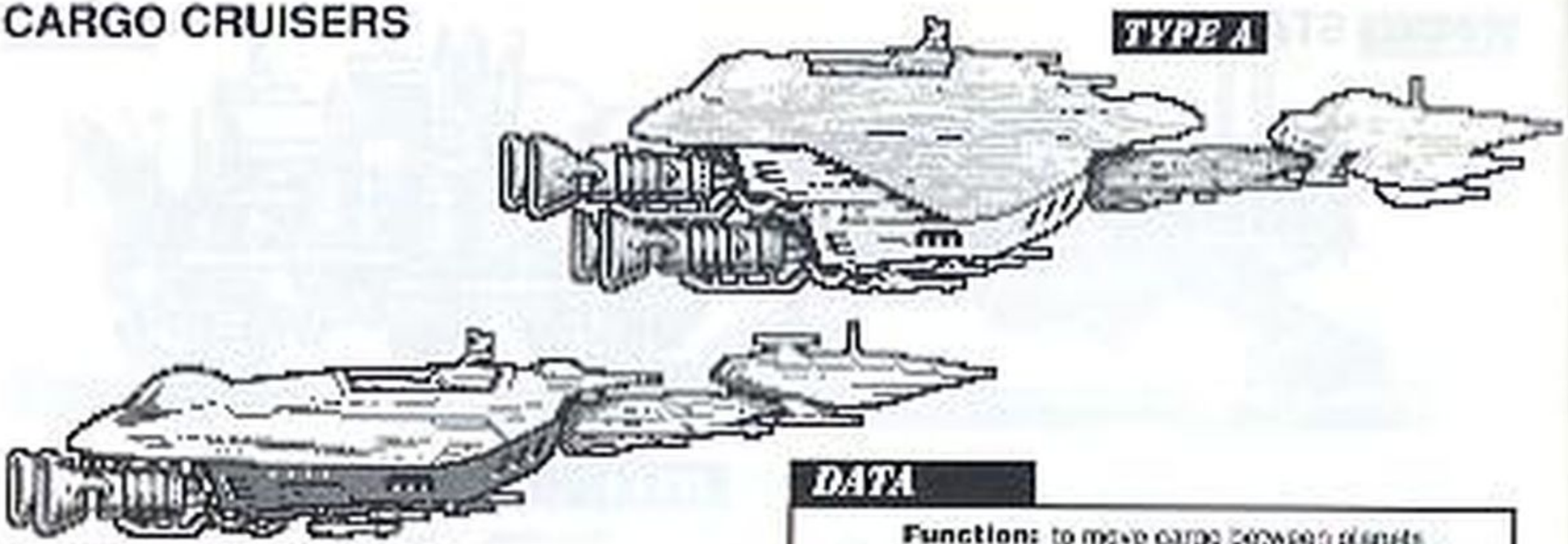


DATA

Function: to mine fuel
Operation: automatic, once commissioned
Fuel: needed for interplanetary travel
Delivered to: Docking Bay on Starbase
Version A: costs 25,000 credits, powerful
Version B: costs 17,000 credits, less powerful
Best location: Volcanic Planet
Notes: only creates fuel when placed on the surface of a planet; delivers fuel into colony's stores; Type A uses energy and makes fuel more rapidly

ICON ID ON CARGO SCREEN AND NAVIGATION SCREEN

CARGO CRUISERS



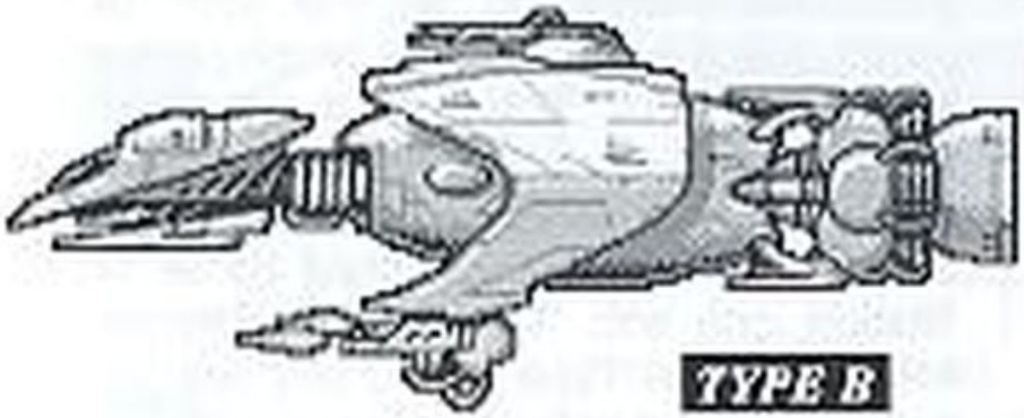
DATA

Function: to move cargo between planets
Operation: Cargo Bay and Navigation Screens
Fuel: needed for interplanetary travel
Delivered to: Docking Bay on Starbase
Version A: costs 27,000 credits, big capacity
Version B: costs 15,500 credits, less capacity
Best location: put Mining and Farming Stations on planets that give the best yield, then use cargo cruisers to move stores to where they're needed.
Notes: Type A carries more than Type B

ICON ID ON CARGO SCREEN AND NAVIGATION SCREEN

BATTLE CRUISERS

TYPE A



TYPE B

DATA

Function:	to ship war equipment
Operation:	Navigation screen and Warbay
Fuel:	needed for interplanetary travel
Delivered to:	Docking Bay on Stabissa
Version A:	costs 30,000 credits, powerful
Version B:	costs 20,000 credits, less powerful
Best location:	on the way to war...
Notes:	you can only have one Battle Cruiser in your fleet; Type A uses fuel more rapidly than Type B, but carries more weaponry to war.

ICON ID ON CARGO SCREEN AND NAVIGATION SCREEN A B

CARGO BAY SCREEN

Each colony you establish has three Docking Bays, which all incoming craft except the Atmosphere Processor and Satellites use as launching and landing platforms. These Bays are controlled from the Cargo Bay Screen.

When you buy a new craft, it is shipped into a vacant Docking Bay on your Starbase, and before you can use a Mining Station, Farming Station, Battle Cruiser or Cargo Cruiser it has to be crewed and prepared on the Cargo Bay screen using resources in Starbase stores. (Other craft are automatic.)

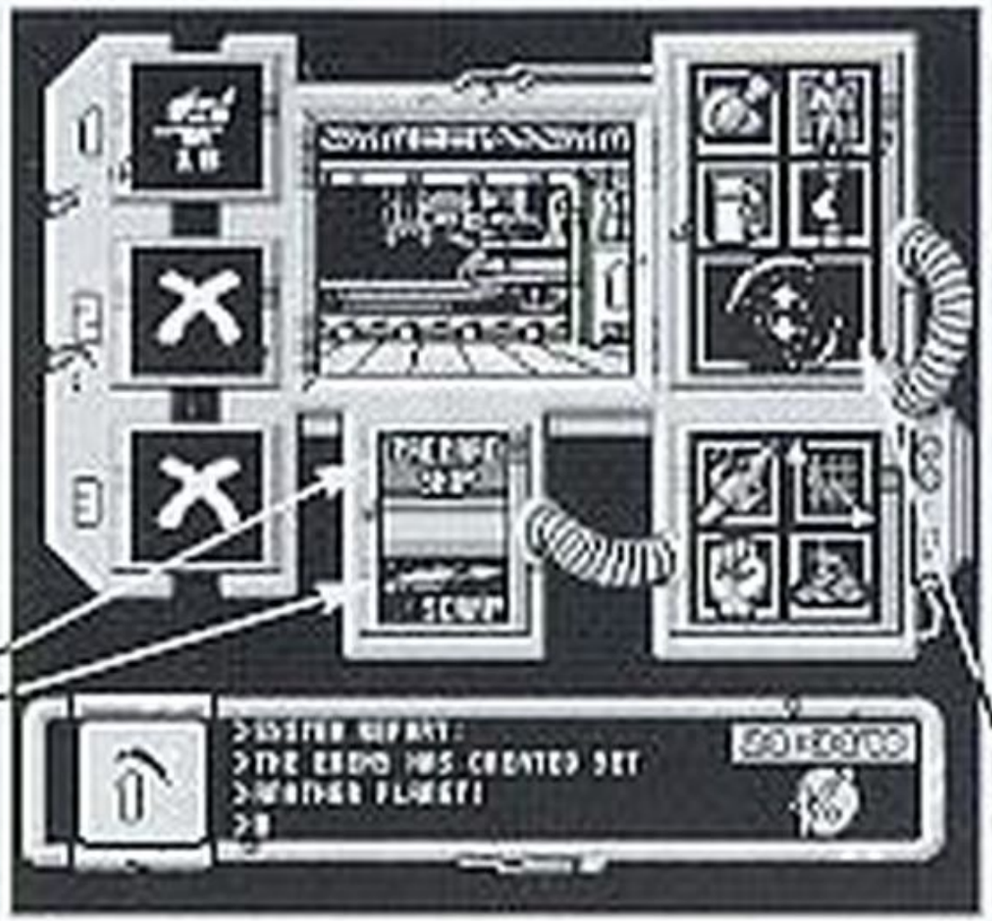
Identifying Craft In Docking Bays

The three Docking Bays are numbered 1 thru 3, and appear to the left of the Cargo Bay Screen. If a bay is empty, a green cross appears, but if it contains a craft, a small icon reveals what kind of craft is in the bay. The central video window locks onto the current Bay, and shows a view of the craft it contains. When you select a ship for Cargo Bay operations by clicking on the Docking Bay that contains it, the small icon in the Docking Bay flashes.

The same icon is used for Type A and Type B craft – the letter A or B under the icon tells you which type of craft is in the bay. If you have purchased several craft of the same type, you can identify which craft is in a Docking Bay by looking at the number that comes before the letter under the small icon.

For instance, the first Mining Station Type A you buy will be identified by a Mining Station icon with '1A' under it. The second Mining Station Type A you buy will use the same icon, but '2A' will appear under it. You may wish to use pen and paper to jot down the locations of the fleet in your craft to help keep track of them.

DOCKING BAYS AND ID ICONS
The contents of the three Docking Bays on the Current Planet are shown by icons in these three windows. Refer to the Craft Catalog to identify ships by their icons. A large cross in a Bay indicates it is empty



LOAD/UNLOAD CONTROLS
Clicking selects the cargo for Cargo Bay operations (see icons below)

SELECTS FOOD

SELECTS FUEL

SELECTS PEOPLE

SELECTS ENERGY

Crews and fuels a ship ready for launch, if fuel and people are available

Scraps a ship, returning some cash and fuel to the stores on the planet

CARGO STATUS PANEL
Click on one of the four Cargo icons – Food, Fuel, People or Energy to activate this panel. Holding down Button A and pressing Left or Right on the Control Pad allows that type of Cargo to be moved between the current ship and the planet's stores

SYSTEM MAP
You can change the Current Planet by clicking the up/down arrows in this System Map icon

NAVIGATION SCREEN

The Navigation Screen allows you to send craft to and from the formatted planets in the system. Don't forget that resources – people, food, fuel and energy – may also need to be transported between colonies so that surplus stocks can be used to alleviate a shortage.

All craft, except the Solar Satellites and Atmosphere Processor need to be crewed and fuelled before they can be sent from Starbase to another planet. (Remember, the Atmosphere Processor is launched from the Main Screen, using the Planet Cursor to select a destination and a special icon to start the planet formatting process.)

Before you make a journey, you may wish to use the Cargo Bay Screen to load cargo on to a ship – or use the War Buy Screen to load weapons on to your Battle Cruiser.

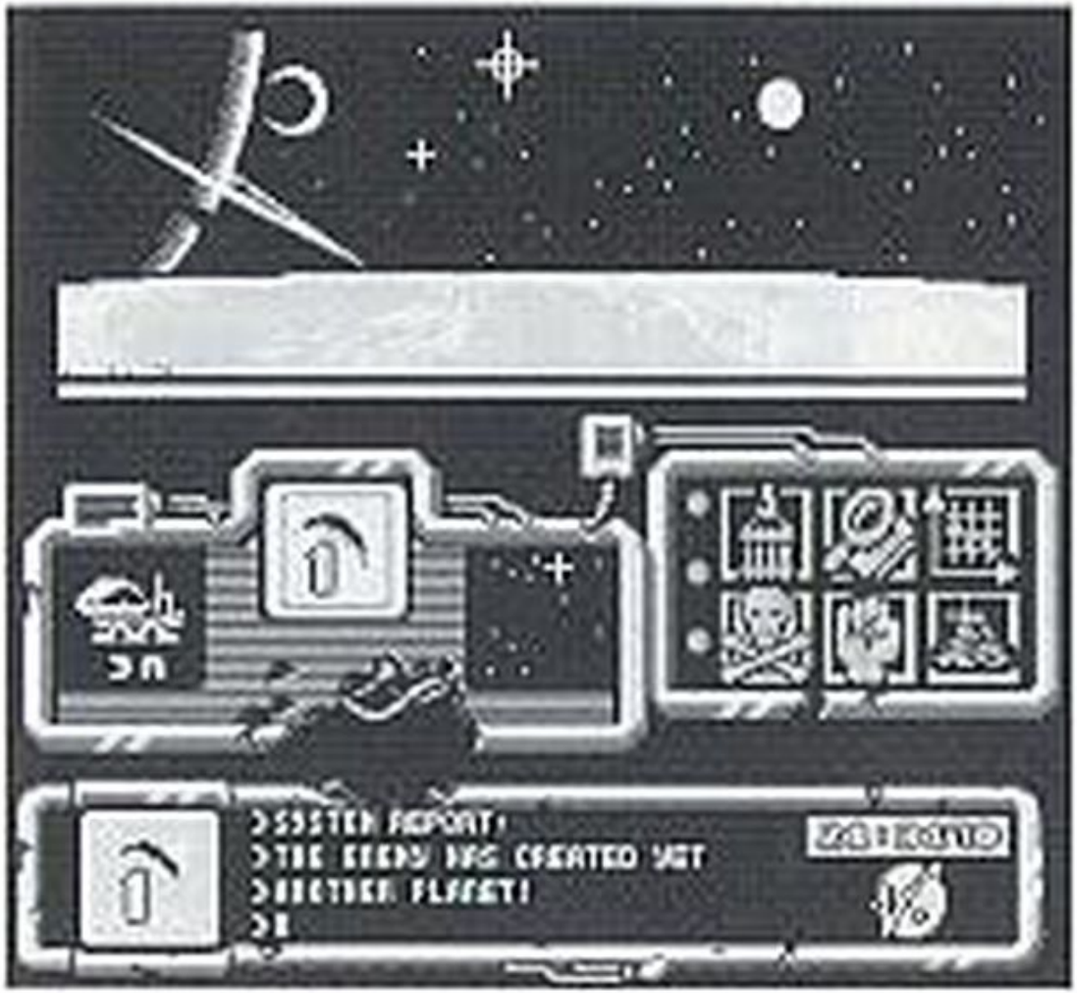
To select a craft for Navigation Screen operations, move the cursor onto the Current Craft window, hold down Button A and press Up or Down on the Control Pad to call it into view. (Pressing SELECT calls up a report that shows where the current craft is located.)

Then put the cursor on the Destination Planet button. Press Button A and use Up and Down to select. Click on the Orders Window to initiate a journey.

CURRENT CRAFT
The icon in this window identifies the current craft for Navigation operations

DESTINATION PLANET
This colored button identifies the target planet for orders issued to the current craft. The display in the Orders Window will change as you do this

ORDERS WINDOW
The icon in this window identifies the order about to be executed by the current craft



NAVIGATION SCREEN STATUS PANEL
The colored button at the left of the Status Panel identifies the Current Planet, as selected by the Planet Cursor on the Main Screen.
To discover the location of the Current Craft (shown in the left-hand window) press SELECT on the controller

THE ICONS IN THE ORDERS WINDOW

LAUNCH INTO ORBIT
Click to send the current craft into orbit around the current planet

START JOURNEY
Click to send the current craft from another planet to the current planet

LAND ON PLANET
Sends the current craft into a vacant docking bay from orbit around the planet

NO ACTION AVAILABLE
Some actions are 'illegal' – like trying to journey to a planet that is not formatted

TRANSFER TO BAY
Click to move the current craft to a docking bay on the current planet if one is free

MOVE TO SURFACE
Click to move the current craft to the surface of the current planet if there's room

WARBUY SCREEN

You will have to fight to take control of a planet system – the only way to win the game is to capture your opponent's base.

While you formal and develop planets into colonies, so does your opponent. There will come a time when war is the only way to expand your territory. Or you may choose to attack the enemy's colonies before all the planets in a system have been colonized...

The military hardware available to you is identical to the kit available to the enemy. How rich you are, in terms of cash reserves on Starbase, governs how much equipment you can deploy in the theatre of war, and is a major factor in your chances of winning the war. Hence the importance of setting up viable colonies that can send money back to your Starbase.

Your overall strategy for capturing the enemy's base is also important, and it is worth practising your arcade game skills – they are needed to win individual battles.

Defending your planets

Three different kinds of defensive base are available to you: Plasma Cannon, Lightning Base and Pom-Pom Cannon. Each planet can be equipped with up to three bases, but you can only have one of each kind of base on the surface of a planet.

The defensive capability of a planet is governed by the bases that have been installed on its surface and their state of repair – don't forget that you can repair damaged bases after battle by going to the Warbuy Screen and 'Buying' the bases again. It's not as expensive as buying brand new bases.

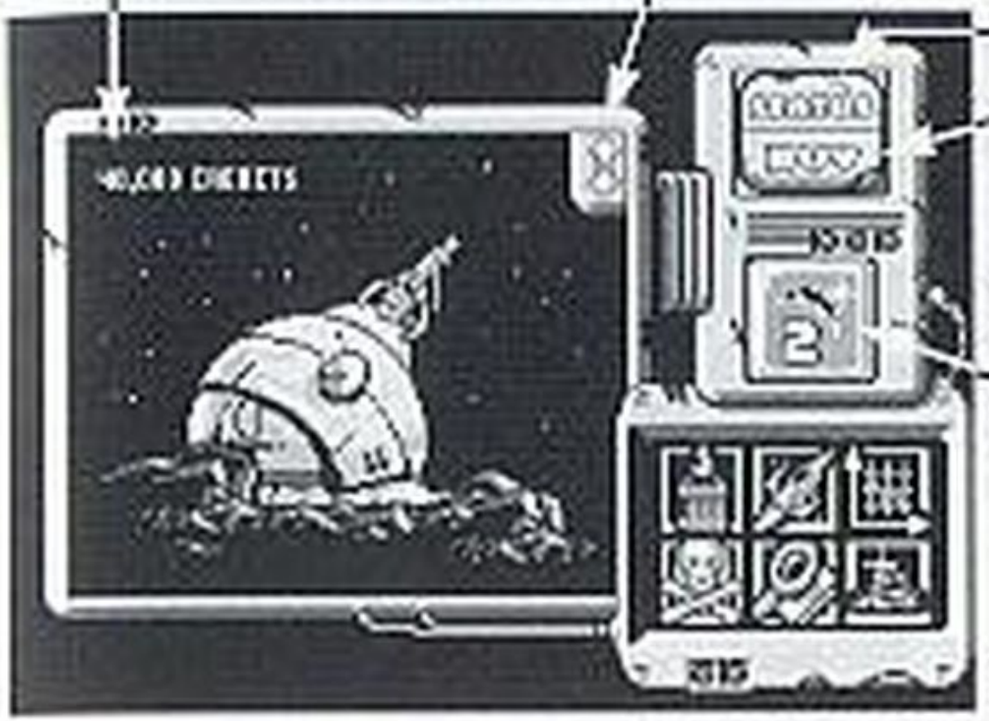
A Defensive Strategy...

You will soon work out your own cunning

EQUIPMENT COST
Enough cash must be on Starbase for you to buy

ITEM SELECT ICON
Move the cursor here, hold down Button A and use Up and Down to select weaponry

STATUS ICON
Click to call up a report on your military status on the planet shown by the Planet Select icon



BUY ICON
Click to buy the equipment shown in the window – bases are installed on the surface of the planet identified by the Planet Select icon, the hovertank and missiles are delivered to your Battle Cruiser.

PLANET SELECT
Move the cursor over this icon, hold down Button A and use Up and Down to select the planet for Status or Buy operations.

REPAIRING DAMAGE
After battles you can repair a damaged base for half the cost of replacing it – call up the base type and click on the Buy icon.

strategies for military success, but you should bear in mind that a planet on which you have established a strong colony will be more painful to lose (and might well attract the attention of the enemy, once he starts spying on your colonies.) You can buy and install bases whenever you feel like it – or just before you are warned of an attack. Last-minute purchases can work out cheaper, but you run a risk of being caught out.

Fighting a Defensive Battle

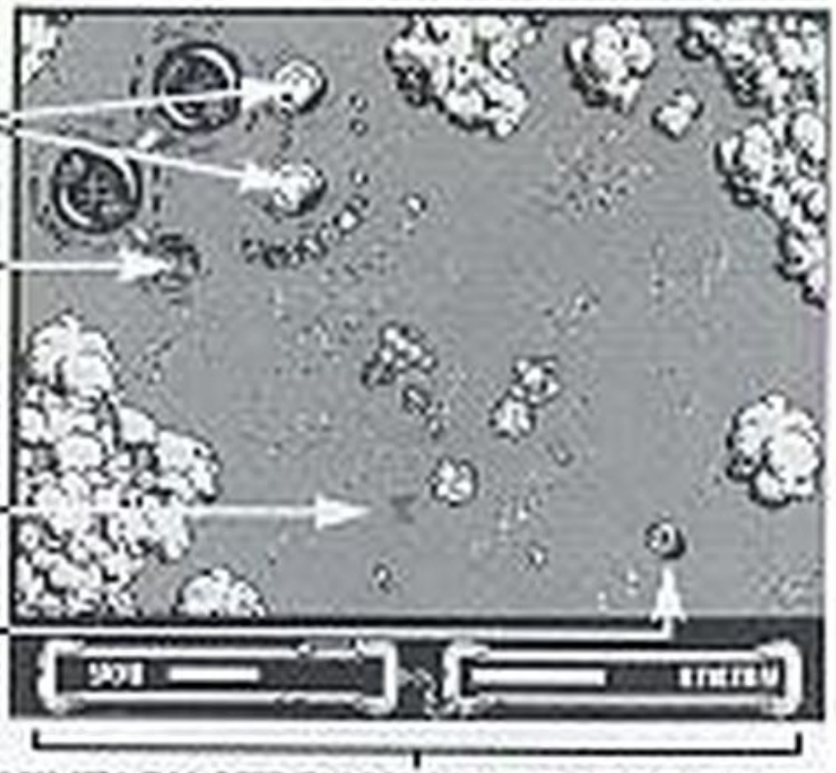
When the enemy attacks one of your planets the screen shown overleaf appears and you >

take control of any bases on the planet surface. You win by surviving – try to stop all the missiles that the enemy throws at you. When you are defending, the Control Pad moves a cross hair on the screen – if you have a Plasma Cannon the surface, pressing Button A fires it, targeting on the cross hair sight.

Button B fires your Pom-Pom Cannon or Lightning Base – if you have both installed, use SELECT to choose which base you want to control with Button B. Pressing START during battle allows you to pause the game; press START again to recommence battle.

When you are defending, the enemy can throw three kinds of missile at you. The ordinary bullet missile does one point of damage, the tear-shaped missile does two points of damage, while the spinning bullets do a massive amount of damage if they hit one of your bases. Spinning missiles need to be hit twice by you before they are destroyed.

And if the enemy has landed a hovertank, you are going to have to hit it five times before will cease to function...



MILITARY STRENGTH INDICATOR BARS
The first combatant to run out of military strength loses the fight for the planet

Attacking the Enemy

You can only have one Battle Cruiser in your fleet at a time. You can only buy offensive weapons using credits in Starbase reserves, and then only when your Battle Cruiser is in a Docking Bay on Starbase to receive them.

You can only have one Hovertank at time... These three restrictions on the way you wage war mean you have to have a strategy for achieving your overall aim – conquering the enemy's Starbase.

Strategies for War

Apart from colonizing planets and raising taxes to fund wars and the expansion of your empire, you may need to colonize planets in the system so you can use them as refuelling stages on the journey to the enemy Starbase.

And of course, you may want to conquer colonies that the enemy has built up – if you win the battle for an enemy colony, you inherit all its resources and all the enemy craft on the planet are added to your fleet when the planet becomes yours.

When choosing a planet to attack, you can use the **Spying Icon** on the Main Screen to check out how well defended a planet is, or how rich the pickings will be if you conquer it.

Once your Battle Cruiser has been armed with purchases made on the Warbuy Screen and prepared for launch on the Cargo Bay Screen, access the Navigation Screen and fly it to the planet you want to attack making fuel stops on the way if you need to.

When the Battle Cruiser is orbiting the planet you want to attack, hit the Commence Battle icon to get the Battle Screen, and start fighting. Button A fires your thin missiles, Button B fires your fat missiles, and START allows you to pause/resume the fight.

How to Win a Battle

If you can destroy all the enemy bases before you run out of munitions, then the planet is yours. Fail, and you will lose your Battle Cruiser as well as the battle.

Controlling a Hovertank

Up and Down on the Control Pad are used to accelerate and decelerate your Hovertank, while Left and Right turn the craft. Press Button A to fire bullets from the tank turret.

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